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29. The operating system of Claim 28, wherein those objects handling length limited text are serviced by a limited sub-set of potentially available memory management functions.
30. The operating system of Claim 29, wherein those objects handling length limited text use a static memory.
31. The operating system of Claim 28, wherein those objects handling length limited text are flat structures.
32. The operating system of Claim 22, wherein objects in one of the three classes use heap memory and require a full set of available memory management functions.
33. The operating system of Claim 22, wherein objects in any of the three classes are polymorphic.
34. The operating system of Claim 33, wherein polymorphism is achieved in one instance by virtue of the operating system comprising a function that looks to a predetermined field within each object and, depending on a value in that field, leads to a different kind of behavior.
35. The operating system of Claim 34, wherein the field shares a machine word with another data item.
36. The operating system of Claim 22, wherein the operating system is written in an 8-bit character set and a 16-bit character set invariant form by using aliases for class names that are an 8-bit character set and 16 bit character set invariant.
37. The operating system of Claim 36, wherein the operating system is written in code invariant form by using aliases for class names that are code invariant.
38. The operating system of Claim 22, wherein objects in any of the three classes are inherently length specified and hence have no '0' terminator.

REMARKS

The foregoing amendments are to more closely conform the application to U.S. practice.

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21. A peripheral device for a computer programmed with an object oriented operating system, wherein the operating system is adapted to handle objects related to text strings and to handle such objects as belonging to one of three classes, each class adapted to perform a different function and at least one such class modified to do so in a way that reduces code and cycle overhead, and wherein the peripheral device is programmed to handle objects which also fall into the above three classes.

22. An operating system for a computer, the operating system adapted to handle objects related to text strings and encoded on computer readable media, wherein the operating system handles the objects as belonging to one of three classes, each class optimized to perform a different function and at least one such class modified to do so in a way that reduces code and cycle overhead.

23. A method of operating a micro-processor using an operating system, comprising the steps of:

adapting the operating system to handle objects related to text strings;

handling the objects as belonging to one of three classes, each class performing a different function; and

modifying at least one class to reduce code and cycle overhead.

24. A computer readable media encoded with an operating system adapted to handle objects related to text strings and to handle the objects as belonging to one of three classes, each class adapted to perform a different function and at least one such class modified to do so in a way that reduces code and cycle overhead.

25. The operating system of Claim 22, wherein objects in one of the three classes are also pointers.

26. The operating system of Claim 25, wherein a pointer points to an original memory location of literal text.

27. The operating system of Claim 25, wherein the object is a flat structure.

28. The operating system of Claim 22, wherein objects in one of the three classes handle length limited text.